LEAPSTER

MULTIMEDIA LEARNING SYSTEM ACCESSORIES

RECHARGING SYSTEM

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack, and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster handheld directly from an AC outlet!

Includes:

- Recharging dock
- Rechargeable battery pack
- AC adapter

CARRYING CASE

This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

LEAPSTER™

EDUCATIONAL GAME CARTRIDGE

PARENT GUIDE

WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

Check Out the Ever-Growing

LEAPSTER

Educational Game Library!

Leapster™ Dora the Explorer

¡Hola! Dora and Boots are helping rescue animals, and they need your help! You can choose from 5 learning games and 3 interactive storylines that teach 45 essential pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

Available Fall 2003

Leapster™ SpongeBob™ SquarePants

A new restaurant in Bikini Bottom means competition for the Krusty Krab. SpongeBob™ has an idea to save the day—he'll make a new, improved Krabby Patty sauce that will win back customers! Play 5 action-packed learning games that teach 45 skills as you help SpongeBob™ collect ingredients, create the sauce, and test it on Patrick!

Leapster™ Kindergarten

Welcome to Carnival Marvel! Step right up to play 6 fun-filled learning games that teach 45 essential kindergarten reading and math skills. Play learning games and you can earn tickets to buy monster parts. Then build a complete monster and teach it a silly dance so it can take the stage!

Check Out the Ever-Growing

LEAPSTER

Educational Game Library!

Leapster™ 1st Grade

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 action-packed learning games that teach 60 essential first grade reading and math skills! Play learning games, and you can earn tokens to race cars at the grand opening of the RC Racetrack!

Mr. Pencil's Learn to Draw and Write

Let your imagination run wild! Mr. Pencil's Learn to Draw and Write combines over 100 step-by-step lessons with the tools to create anything you can imagine. Dozens of interactive lessons and creative tools make this an open-ended educational and creativity game that kids won't want to put down!

Available Fall 2003

Leapster™ Math Baseball

It's game time, and you'll need to use your math skills to help your team win the baseball championship! Pitch, hit and field as you play 5 learning modes that automatically adjust to your skill level—to keep you learning at just the right pace! Get ready to hit a home run!

Available Fall 2003

WELCOME TO SpongeBob SquarePants Saves the Day

A new restaurant in Bikini Bottom means competition for the Krusty Krab. Help SpongeBob make a new Krabby Patty sauce that will win back customers! Play 5 exciting learning games that teach over 45 kindergarten and first grade skills as you help SpongeBob collect ingredients, create the sauce, and test it on Patrick!

1 Getting Started

Insert the cartridge with the label side facing front. Press the On/Off button to begin.

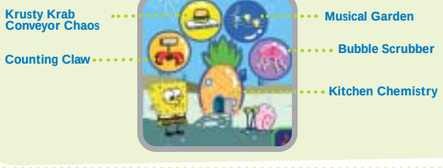
2 Sign In

1. Follow the on-screen instructions to sign in.
2. The Leapster™ handheld will store the game information of up to 3 players. To remove a player, touch the "x" button on the screen.

3 Game Selection Screen

SpongeBob™ SquarePants Saves the Day has 5 exciting learning games. Touch a game icon with the stylus to start the game. Players can also use the directional arrows to scroll through and highlight games, then press the big blue button to start the game. To skip the intro movie, touch the screen with the stylus or press the big blue button.

To turn off the background music, touch the tab with the music note. Select "music on" or "music off" and OK to confirm. This setting will return to "music on" each time the unit is powered on.



All images in this Parent Guide are representative only of gameplay and do reflect actual screenshot pixelation.

Educational Skills Summary

SpongeBob™ SquarePants Saves the Day teaches 45 skills in the areas of reading, language arts and mathematics. These skills are derived from LeapFrog's guideline of approximately 1,200 skills that are aligned with key state standards, and that identify what teachers are expected to teach and what students are expected to learn at each given grade level.

READING	MATHEMATICS	OTHER

	Recognize and name lowercase letters of the alphabet	Differentiate beginning sounds (dog, day, bat)	Differentiate ending sounds (dog, fog, mat)	Identify the initial sound of a picture prompt	Identify the final sound of a picture prompt	Recognize words from blended sounds	Recognize words from blended phonemes	Recognize regular consonant blends and clusters	Initial consonant	Final consonant	Short vowel patterns	Vowel digraphs (meat, raid)	Diphthongs (oi, oy, ou, ow)	Regular spelling patterns (CVC, CVCe)	Consonant blends, digraphs, and clusters	Match like objects	Note similarities and differences between objects or groups	Group objects by similar characteristics	Identify matching groups of objects	Count to twenty	Count up to 9 objects	Use mathematics terms	Differentiate parts from whole objects	Use numbers to indicate quantity	Recognize numerals	Skip count to ten by twos, and by fives and tens to 50	Recognize add and subtract symbols and understand their function	Use tools to imitate measurement	Name and know value of penny, nickel, dime, quarter, dollar bill	Recognize dollar and cents symbols	Find value of groups of coins to $1.00	Match basic shapes	Identify basic shapes (circle, square, triangle, rectangle)	Recognize characteristics of common shapes and objects	Compare common objects to basic shapes (plane and solid)	Use logical reasoning	Classify objects by various attributes (shape, size, color, amount, function, etc)	Add math facts (to sum of 18)	Add zero to one-digit number	Add one- and two-digit numbers without regrouping	Subtract math facts (to 18)	Use senses for observation	Gather information	Predict events based on patterns	Understand changes in color, quantity, sound and movement
Counting Claw																●				●	●	●			●	●			●	●	●						●	●							
Conveyor Chaos	●	●	●	●	●				●	●						●	●	●	●	●	●		●	●	●		●						●	●	●	●	●								
Musical Garden																																							●	●	●	●			
Bubble Scrubber	●	●	●			●	●	●	●	●	●	●	●	●	●																														
Kitchen Chemistry																				●				●	●			●								●						●	●	●	●	

Welcome to Bikini Bottom

INTRODUCTION

SpongeBob™ SquarePants and Mr. Krabs need help. A refrigerator has just rolled off a trash barge in Bikini Bottom and come to rest across the street from the Krusty Krab. Hordes of fish are nibbling on the tasty treats inside. The refrigerator has become the hot new restaurant! It even has a name — *Bistro Below Zero*.

Mr. Krabs is sure that the bistro will run his restaurant out of business. But SpongeBob™ has an idea! He must make a new and improved sauce for the Krusty Krab's signature dish, the Krabby Patty. Players help by collecting ingredients for the new sauce as they play the first four games:

- *Counting Claw*
- *Conveyor Chaos*
- *Musical Garden*
- *Bubble Scrubber*

The ingredients collected are then used in a fifth game—

- *Kitchen Chemistry*

In this game, players use the collected ingredients to produce the secret "recipe" for the new sauce. Will the sauce bring customers back to Mr. Krabs' place? It's up to you to find out!

Learning at All Levels

Games that teach pre-reading and math skills advance through three levels of difficulty. Each level increases in the complexity of the skills being taught and, in some cases, the facility needed to play the games. In *Bubble Scrubber,* for example, players are asked to make words with increasingly complex units of sound from 1) words that follow the consonant, vowel, consonant pattern; to 2) words with initial and final consonant blends; to 3) words with consonant digraphs, vowel digraphs and diphthongs. The game allows for as much practice at any given level as a player would like to have.

How a Tutorial Works

The goal of a tutorial is to provide a strategy for breaking down a skill into its smaller parts. A tutorial is activated when the player presses the help button or gets several incorrect answers. In *Conveyor Chaos,* for example, if a player has responded incorrectly to an addition problem, the narrator will provide a routine that breaks the problem into parts and shows the player how to count groups of objects to find the total. The narrator then prompts the player to try again.

Counting Claw

HOW TO PLAY

SpongeBob™ wants to grab an ingredient out of the claw machine and win wacky prizes! Coins appear at the bottom of the screen, and the price of each game is displayed on a machine. Using the arrow pad and the big blue button, players select coins to pay for the game. As each coin is added to the machine, a counter shows the total that has been put in. Once they've reached the right amount, players maneuver a giant claw to pick a prize from the bottom of the bin. After two rounds of picking prizes, players can score an ingredient for the special sauce to be used in *Kitchen Chemistry!*

WHAT'S BEING TAUGHT?

Numeration/Addition/Money Concepts: Recognizing numerals and making the connection between numerals and their numeric value; naming and knowing the value of a penny, a nickel, a dime, a quarter and a dollar bill.

Level 1: Players choose a single coin denomination to add, learn coin names and values and skip count by twos, fives and tens.

Level 2: Players use different coin values to add up to a target total, decipher between greater and lesser numbers of coins, make change, and learn coin equivalencies.

Level 3: Players choose coins to make specific sums of money and decipher between greater and lesser coin values.

Note: If a player cannot reach the exact total given the remaining coins, he or she is prompted to highlight a coin and press the little blue button in order to change the coin into smaller denominations.

WHY IS THAT IMPORTANT?

Working with money is a great way for kids to model addition. In order for children to operate within our monetary system, they must not only understand that different coins have different values, but must also understand the equivalent values of different coins and how to use coins to make change. Later, this "money sense" can be applied to help children learn to become better consumers.

Conveyor Chaos

HOW TO PLAY

Mr. Krabs has a new conveyor belt, and SpongeBob™ needs Patrick's help to get some items off the machine. Using the arrow pad, players move Patrick to the things SpongeBob™ needs. After 3 rounds, players can collect the "griddle grease" ingredient to be used in *Kitchen Chemistry*.

WHAT'S BEING TAUGHT?

Visual Discrimination: Noting similarities and differences among objects.

Level 1: Players match items with the same color or shape.

Level 2: Players identify parts of a whole and parts of a group.

Level 3: Players match basic everyday items to the shapes they resemble.

Visual/Auditory Associations: Identifying beginning and ending sounds from pictures; matching pictures to spoken words.

Level 1: Players identify objects, colors and shapes by using spoken words.

Level 2: Players identify picture words with the same beginning sound.

Level 3: Players identify picture words with the same ending sound.

Logical Reasoning/Classification: Classifying objects by their attributes.

Level 2: Players identify objects as belonging to a certain group.

Numeration: Recognizing numerals and their numeric value.

Level 1: Players count to ten items.

Level 2: Players use numerals to indicate quantity.

Level 3: Players identify sets of objects that represent the sum or difference in equations.

WHY IS THAT IMPORTANT?

Colors and shapes help children explore how to classify objects by attributes. Letters and sounds are the building blocks of reading and spelling. Numbers and their numeric value are the key concept around which all of mathematics is built. Continued practice and play with these elements helps foster the confidence to go on to higher level tasks.

Musical Garden

HOW TO PLAY

Oh, no! SpongeBob™ tripped and fell on an oyster, waking her up from her slumber. He uses music to soothe her, and discovers that she loves music!

At the oyster bed, players can choose the following locations:

- *Melody Grove* where they can change the melody by touching on any one of three musical bars
- *Instrument Rock* where they can choose from a wide range of instruments on which to play the melody
- *Coral Organ* where they can create their own music by touching on different pipes to hear different notes
- *Pitch Vine* where they can adjust the pitch of the music being played.

The four musical settings are interrelated so kids can use all of them to create their music. The object of the game is to experiment with these musical elements to get the Rock-O-Meter to reach its maximum setting. Once that happens, the oyster can "come out of her shell" as a singer — and players can claim the Blue Oyster Juice that will be used in *Kitchen Chemistry*.

WHAT'S BEING TAUGHT?

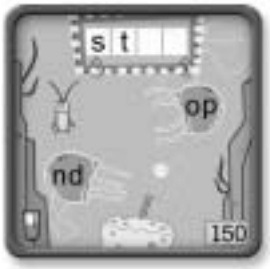
Music Appreciation: Exploring music and sound with an emphasis on sound modification and the different parts of a piece of music.

WHY IS THAT IMPORTANT?

Listening is the most valuable musical skill that a child can acquire. Children learn at an early age that there are all kinds of music and musical sounds. There are high sounds and low sounds, long sounds and short sounds, happy sounds and sad sounds. By modifying components of a song such as melody, pitch, and instruments, children can change the feel of a musical piece to reflect their moods or express their feelings.

Bubble Scrubber

HOW TO PLAY



SpongeBob™ encounters jellyfish in need of his help. They have eaten newspaper and gotten letters stuck on them. Using the arrow pad, players aim SpongeBob's™ straw and shoot bubbles to capture the letters on the jellyfish. The object of the game is to capture letters in order to make words. The more words they make the more jelly players get from the jellyfish—another ingredient for SpongeBob's™ sauce.

WHAT'S BEING TAUGHT?

Sound Sense: Understanding that a word is made up of several sounds; segmenting sounds in words to spell them, and blending sounds together to read them.

Level 1: Players substitute letters and sounds to make words with initial consonant sounds; and match letters to their sounds to make words.

Level 2: Players substitute letters and sounds to make words with initial and final consonant blends; and match letters to their sounds to make words.

Level 3: Players substitute letters and sounds to make words with initial and final consonant digraphs, vowel digraphs, such as *ay;* and diphthongs, such as *ow;* and to match letters to their sounds to make words.

Word Recognition: Using the order of letters and sounds to recognize simple words.

Auditory Discrimination: Noting the similarities and differences among sounds.

WHY IS THAT IMPORTANT?

Children must learn that words are made up of separate sounds and that words can be broken down into their sounds, or "sounded out." *Blending* helps children hear how sounds are put together to make words. To read, we blend sounds together. *Segmenting* helps children separate words into sounds. To spell, we break down words into their sounds.

Kitchen Chemistry

HOW TO PLAY

SpongeBob™ needs help to make the new and improved secret sauce for the Krabby Patties. Players use the pen to touch each of the four ingredient jars that sit at the top of the screen. With each touch, one drop of that ingredient squirts into a beaker at the bottom of the screen, as a counter on the jar tracks the recipe.

Once a recipe is done, players touch the beaker to give to Patrick for a "taste test," then watch his funny reactions. Players can experiment to discover which ingredients cause different reactions in Patrick. One special recipe will save the Krusty Krab.

Note: If players have not played all the games and collected enough of each ingredient, then they cannot make the secret sauce but may mix potions for Patrick to drink, and then enjoy his reactions.

Players who have played all the games can either discover the recipe on their own, or tap SpongeBob™ on the back to learn his secret recipe. For those who choose the latter, SpongeBob™ will "scribble" the right amounts of each ingredient below each jar. Players can then duplicate the recipe by touching each ingredient jar that number of times.

WHAT'S BEING TAUGHT?

Logical Reasoning: Predicting events based on patterns, learning that numbers can represent quantities, and following a recipe.

WHY IS THAT IMPORTANT?

Making and checking predictions is an important comprehension strategy, often used to help children preview stories and articles. While this game was designed essentially to be a fun reward, there are also elements of the game play that teach children to make predictions. In this case, children can try to anticipate a formula that Patrick will enjoy based on reactions to the ones he has already tasted.

Try This at Home:

There are lots of great ways to help your child further develop math, reading and logic skills—through activities that you can do together! Here are some fun and easy thought starters:

Reinforcing Reading Skills

- Play "Secret Sound" with your child. Explain that you are going to say three words and that you want him/her to listen closely and tell you what sound is the same in all three words. For example, if you say *fan, fish, foot,* your child responds with *f-f-f.* Be sure the target sound you choose is in the same position (beginning, middle, or end) in all the words.
- Make a "phonics pull-through" card with your child. On 8½"x11" board paper, draw a big picture of a frog and cut it out. Write the letters *fr* on its belly toward the left and make two parallel slits just to the right. The slits should be about two inches apart, so that you can pull through another strip of paper with word endings in order to generate words with *fr.* On the strip, write *og, ee, esh, uit, y.* As you pull through the strip, make sure the letters are showing in order to make the words: *frog, free, fresh, fruit,* and *fry.* Tape the ends of the strip together to form a loop. Have your child keep pulling the loop until each set of word endings is revealed and each word has been read. Vary the picture and the word list to practice other blends and digraphs, or other word families.
- As you read stories with your child, encourage him or her to make predictions about what will happen next. As you turn the pages, make it a big surprise when your child's prediction is either confirmed or altered.
- Use everyday opportunities to develop your child's understanding of cause-and-effect. Ask questions, such as *What will happen if I leave the cookies in the oven too long? Why must we be quiet in a library?*

Reinforcing Math and Logic Skills

- Cut squares, circles, and triangles out of paper and create a pattern using the shapes. Challenge your child to continue the pattern. Then reverse the roles and repeat the activity.
- Encourage your child to identify geometric shapes and patterns on clothing, inside the home, and in nature.
- Display a collection of real coins—pennies, nickels, dimes and quarters—and ask your child to sort them by type. Ask your child how the coins are alike and how they are different. *(They are different colors and sizes; they have different pictures on them.)* Next, ask your child to point to a coin that is worth 5 cents, 10 cents, 25 cents, or one cent.
- Display a collection of real coins that totals 75 cents. Have your child put the coins in order from greatest to least value. Then ask your child to add the coins to find the total amount. Repeat the activity using different coin combinations to different sums of up to 99 cents.
- Set up a store with different items marked with "price tags" from 5 cents to 99 cents. Then invite your child to go shopping with a variety of coins that you've provided. Once an item is chosen, ask your child which coins he or she will need to buy it. Encourage your child to find more than one combination of coins for each item he or she wants to buy.
- Challenge your child to exchange a quarter for different combinations of coins that you've provided.

Reinforcing Music and Listening Skills

- Encourage your child to explore a wide range of musical varieties by:
  - dancing to ethnic music, such as polkas, jigs, flings, calypso and reggae, Latin rhythms, and so on;
  - listening to full orchestra, marching bands, solo instruments, electronic instruments, acoustic guitar, voice alone (a capella), and so on;
  - recreating or singing along with different musical styles: jazz, folk, country, bluegrass, blues, rhythm and blues, rock and roll, gospel, classical, Dixieland.
- Work with your child to invent songs, experiment with sounds, or make up dances.
- Incorporate music into daily routines. When music is playing in the background, ask your child if the music reminds him or her of anything. Does it remind your child of a certain animal or storybook character? Does the music make him or her feel happy or sad? If so, ask your child to show you through facial expressions or body language how the music makes her or him feel, or what animal or character the music evokes.

U.S. Consumer Service Contact:

Please visit our U.S./Canada Consumer Support Web site 24 hours a day at *http://www.leapfrog.com/support*.

You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Friday, 5:00 AM to 7:00 PM and Saturday 7:00 AM to 4:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site 24 hours a day at *http://leapfroguk.custhelp.com*.

You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435

Eire: 00 44 1702 200244

Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of 3 months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement product will be covered under the original warranty or for 30 days, whichever is longer.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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